Your search matched **1** of **945031** documents.

A maximum of **1** results are displayed, **15** to a page, sorted by **Relevance** in **descending** order.
You may refine your search by editing the current search expression or entering a new one the text box.
Then click **Search Again**.

animation and 3d and transformation and movement

Search Again

Results:
Journal or Magazine = **JNL** Conference = **CNF** Standard = **STD**

1 **Model-based motion compensated compression for synthetic animations**
Chaddha, N.;
Data Compression Conference, 1996. DCC '96. Proceedings , 31 March-3 April 1996
Page(s): 427

[Abstract] [PDF Full-Text (80 KB)] **IEEE CNF**

Your search matched **1** of **945031** documents.

A maximum of **1** results are displayed, **15** to a page, sorted by **Relevance** in **descending** order.
You may refine your search by editing the current search expression or entering a new one the text box.

Then click **Search Again.**

3d transformation and cluster

Search Again

Results:
Journal or Magazine = **JNL** Conference = **CNF** Standard = **STD**

1 **Acceleration of convergence for the higher-order Whitney element FEM analysis of antennas and electromagnetic scattering**
Yioultsis, T.V.; Cangellaris, A.C.;
Antennas and Propagation Society International Symposium, 2002.
IEEE , Volume: 4 , 16-21 June 2002
Page(s): 698 -701 vol.4

[Abstract] [PDF Full-Text (299 KB)] **IEEE CNF**

Results 1 - 20 of 200 Result page: **1** 2 3 4 5 6 7 8 9 1
Best 200 shown

1 Compression of time-dependent geometry
Jerome Edward Lengyel
April 1999 Proceedings of the 1999 symposium on Interactive 3D graphics
Full text available: pdf(1.32 MB) Additional Information: full citation, references, citings, index terms

2 Heads, faces, hair: A practical model for hair mutual interactions
Johnny T. Chang, Jingyi Jin, Yizhou Yu
July 2002 Proceedings of the ACM SIGGRAPH symposium on Computer animati
Full text available: pdf(2.41 MB) Additional Information: full citation, abstract, rel

Hair exhibits strong anisotropic dynamic properties which demand distinct dynam interactions. While a single strand can be modeled as a multibody open chain exp modeling hair-hair interactions is a more difficult problem. A dynamic model for t sparse set of guide strands. Long range connections among the strands are mod as nonreversible positional ...

Keywords: collision detection, hair animation, hair rendering, hair-hair interactio

3 Making faces
Brian Guenter, Cindy Grimm, Daniel Wood, Henrique Malvar, Fredric Pighin
July 1998 Proceedings of the 25th annual conference on Computer graphics and inte
Full text available: pdf(1.70 MB) Additional Information: full citation, references, citings, index term

4 The relative contributions of stereo, lighting, and background scenes in pro
Geoffrey S. Hubona, Philip N. Wheeler, Gregory W. Shirah, Matthew Brandt
September 1999 ACM Transactions on Computer-Human Interaction (TOCHI), Vo
Full text available: pdf(1.59 MB) Additional Information: full citation, references, index terms

Keywords: 3D user interfaces, cue theory, depth perception, shadows, stereosco

5 User interfaces: Management and visualization of large, complex and time-
GIS
S. Shumilov, A. Thomsen, A. B. Cremers, B. Koos
November 2002 Proceedings of the tenth ACM international symposium on Advances
Full text available: pdf(856.25 KB) Additional Information: full citation, abstract, referenc

This paper presents solutions for architectures of distributed GIS employed for la with more traditional GIS. Key technologies are proposed for dealing with comple These techniques are then illustrated on a prototype system developed to suppo employed by existing geological 3D modeling tools. This prototype has already b construction of large 3D and 4D ...

Keywords: 3D/4D geological modeling, CORBA, Java, VRML, VTK, animation, dat spatial databases, mesh decimation, open GIS, progressive transmission, tempo

6 Visibility sorting and compositing without splitting for image layer decompos
John Snyder, Jed Lengyel
July 1998 Proceedings of the 25th annual conference on Computer graphics and in
Full text available: pdf(591.53 KB) Additional Information: full citation, references, citings,

Keywords: compositing, kd-tree, nonsplitting layered decomposition, occlusion c sorting

7 Animation: SnakeToonz: a semi-automatic approach to creating cel animati
Aseem Agarwala
June 2002 Proceedings of the second international symposium on Non-photorealist
Full text available: pdf(639.81 KB) Additional Information: full citation, abstract, referenc

SnakeToonz is an interactive system that allows children and others untrained in cartoons from video streams and images. The ability to create cartoons has tradi animation houses and trained artists. SnakeToonz aims to give anyone with a vic create compelling cel animation. This is done by combining constraints of the car and analysis of that in ...

8 Information visualisation using composable layouts and visual sets
Tim Pattison, Rudi Vernik, Matthew Phillips
December 2001 Australian symposium on Information visualisation - Volume
Full text available: pdf(1.92 MB) Additional Information: full citation, abstract, ref

This paper demonstrates the application of graph drawing and information visual information which can be modelled as an attributed graph. An attributed graph c different types of information, including system descriptions and database conte Layouts and Visual Sets (CLOVIS) class of views, and describe supporting softwa user interface for ...

Keywords: attributed graph, clustered graph, database visualisation, graph draw map

9 A method for progressive and selective transmission of multi-resolution mo
Danny S. P. To, Rynson W. H. Lau, Mark Green
December 1999 Proceedings of the ACM symposium on Virtual reality software a
Full text available: pdf(2.44 MB) Additional Information: full citation, abstract, references, citi

Although there are many adaptive (or view-dependent) multi-resolution methods transmission and reconstruction has not been addressed. A major reason for this large portion of the hierarchical data structure to be available at the client before dependency constraints. In this paper, we present an efficient multi-resolution m selective tran ...

10 HLODs for faster display of large static and dynamic environments
Carl Erikson, Dinesh Manocha, William V. Baxter
March 2001 Proceedings of the 2001 symposium on Interactive 3D graphics
Full text available: pdf(2.80 MB) Additional Information: full citation, references, citings, index te

Keywords: CAD, graphics systems, interactive display, level-of-detail algorithms,

11 Representation conversions: Discretization of functionally based heterogen
Elena Kartasheva, Valery Adzhiev, Alexander Pasko, Oleg Fryazinov, Vladimir Gasil
June 2003 Proceedings of the eighth ACM symposium on Solid modeling and apı
Full text available: pdf(1.43 MB) Additional Information: full citation, abstract, references,

The presented approach to discretization of functionally defined heterogeneous c associated with numerical simulation procedures, for example, finite element ana specific constraints upon the resulting surface and volume meshes in terms of th exactness of the geometry approximation, and conformity with initial attributes. object is convert ...

Keywords: attributes, cellular representation, constructive hypervolume, finite el heterogeneous objects, mesh, volume modeling

12 Collaboration, earth, and graphs: Parallel performance optimization of large for the earth simulator
L. Chen, I. Fujishiro, K. Nakajima
September 2002 Proceedings of the Fourth Eurographics Workshop on Parallel Gra
Full text available: pdf(560.75 KB) Additional Information: full citation, abstract, references, c

This paper describes some efficient parallel performance optimization strategies visualization on SMP cluster machines including the Earth Simulator in Japan. Th employed in our implementation, consisting of message passing for inter-SMP nc OpenMP for intra-SMP node parallelization, and vectorization for each processing speedup performance for the hyb ...

13 Three-dimensional object recognition
Paul J. Besl, Ramesh C. Jain
March 1985 ACM Computing Surveys (CSUR), Volume 17 Issue 1
Full text available: pdf(7.76 MB) Additional Information: full citation, abstract, references, citings

A general-purpose computer vision system must be capable of recognizing three proposes a precise definition of the 3-D object recognition problem, discusses ba and reviews the relevant literature. Because range images (or depth maps) are c intensity images, techniques for obtaining, processing, and characterizing range

14 Articulated body deformation from range scan data

Brett Allen, Brian Curless, Zoran Popovi?

July 2002 ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual cor interactive techniques, Volume 21 Issue 3

Full text available: pdf(2.84 MB) Additional Information: full citation, abstract, references, cit

This paper presents an example-based method for calculating skeleton-driven bc consists of range scans of a human body in a variety of poses. Using markers ca construct a kinematic skeleton and identify the pose of each scan. We then const parameterization of all the scans using a posable subdivision surface template. T displacements from this surface, and holes are ...

Keywords: animation, character animation, deformation, human body simulation

15 Non-photorealistic rendering: Fast primitive distribution for illustration

Adrian Secord, Wolfgang Heidrich, Lisa Streit

July 2002 Proceedings of the 13th workshop on Rendering

Full text available: pdf(1.64 MB) Additional Information: full citation, abstract, references, i

In this paper we present a high-quality, image-space approach to illustration tha probabilistically distributing primitives while maintaining interactive rates. Our m coherence by matching movements of primitives with changes in the input image drawing styles by varying the primitive type or direction. We show that our appr (depending on the drawing style) hig ...

16 A survey of image registration techniques

Lisa Gottesfeld Brown

December 1992 ACM Computing Surveys (CSUR), Volume 24 Issue 4

Full text available: pdf(5.20 MB) Additional Information: full citation, abstract, references, citings

Registration is a fundamental task in image processing used to match two or mo different times, from different sensors, or from different viewpoints. Virtually all require the registration of images, or a closely related operation, as an intermed where image registration is a significant component include matching a target wi recognition, mon ...

Keywords: image registration, image warping, rectification, template matching

17 Perception-guided global illumination solution for animation rendering
Karol Myszkowski, Takehiro Tawara, Hiroyuki Akamine, Hans-Peter Seidel
August 2001 Proceedings of the 28th annual conference on Computer graphics anc
Full text available: pdf(493.13 KB) Additional Information: full citation, abstract, references, ci

We present a method for efficient global illumination computatio taking advantage of temporal coherence of lighting distribution. framework of stochastic photon tracing and density estimation te energy-based error metric is used to prevent photon processing scene regions in which lighting distribution changes rapidly. A pe suitable for animation is u ...

Keywords: Monte Carlo techniques, animation, human factors, ill

18 Approximating polyhedra with spheres for time-critical collision detection
Philip M. Hubbard
July 1996 ACM Transactions on Graphics (TOG), Volume 15 Issue 3
Full text available: pdf(5.63 MB) Additional Information: full citation, references, citings, inde

Keywords: approximation, collision detection, interactive systems, medial-axis su

19 Video Rewrite: driving visual speech with audio
Christoph Bregler, Michele Covell, Malcolm Slaney
August 1997 Proceedings of the 24th annual conference on Computer graphics and i
Full text available: pdf(179.44 KB) Additional Information: full citation, references, citings, index t

Keywords: facial animation, lip sync

20 Sensor networks: Lightweight sensing and communication protocols for tar
Qing Fang, Feng Zhao, Leonidas Guibas
June 2003 Proceedings of the fourth ACM international symposium on Mobile ad hc
Full text available: pdf(331.14 KB) Additional Information: full citation, abstract, reference

The development of lightweight sensing andcommunication protocols is a key rec constrained sensor networks. This paper introduces a set of efficient protocols ar for constructing and maintaining sensor aggregates that collectively monitor targ aggregate comprises those nodes in a network that satisfy a grouping predicate parameters of the predicate de ...

Keywords: applications for ad hoc networks, distributed algorithms for ad hoc ne sensor networks, self-configuration in ad hoc networks

Results 1 - 20 of 200 Result page: **1** 2 3 4 5 6 7

WEST Search History

10/042713

DATE: Tuesday, July 01, 2003

Set Name side by side	Query	Hit Count	Set Name result set
DB=USPT,PGPB; PLUR=YES; OP=OR			
L17	L16 and transform$4 and cluster and vertex	4	L17
L16	((345/440)!.CCLS.)	714	L16
L15	((345/420)!.CCLS.)	559	L15
L14	L13 and transform$4 same 3D and animation and vertex and skeleton and movement	0	L14
DB=USPT; PLUR=YES; OP=OR			
L13	((345/427)!.CCLS.)	469	L13
DB=USPT,PGPB; PLUR=YES; OP=OR			
L12	L11 and skeleton	4	L12
L11	L10 and cluster	15	L11
L10	transform$4 same (vertex or cluster) and animation and movement and parallel	81	L10
L9	L8 and cluster	0	L9
L8	animation and 3D same transform$4 and movement and parallel and skeleton and joint	6	L8
L7	animation and 3D same transform$4 and movement and parallel and cluster and skeleton and joint	0	L7
L6	L5 and movement	1	L6
L5	L3 and 3D same transform$4 and vertex and skeleton	2	L5
L4	L3 and 3D same transform$4 and cluster	0	L4
L3	((345/474)!.CCLS.)	262	L3
L2	((345/473)!.CCLS.)	757	L2
L1	game and 3D same transform$4 and skeleton and vertex and movement and cluster	1	L1

END OF SEARCH HISTORY

WEST Search History

DATE: Monday, June 30, 2003

Set Name side by side	Query	Hit Count	Set Name result set
	DB=USPT,PGPB; PLUR=YES; OP=OR		
L14	L13 and amount	3	L14
L13	3D same transform$4 same animation and cluster and movement and parallel	4	L13
L12	L11 and cluster	0	L12
L11	L3 and transform$5 and 3D and vertex and parallel and movement	4	L11
L10	L3 and transform$5 and 3D and vertex and parallel same movement	0	L10
L9	L3 and transform$5 and 3D and vertex parallel same movement	164666	L9
L8	L3 and transform$5 and 3D and parallel near movement	0	L8
L7	L3 and transform$5 and 3D and vertex and parallel near movement	0	L7
L6	L3 and transform$5 and 3D and vertex and parallel near4 movement	0	L6
L5	L3 and transform$5 and 3D and cluster	0	L5
L4	L3 and transform$5 and 3D and cluster and movement	0	L4
L3	L2 and l1	105	L3
L2	((345/474)!.CCLS.)	262	L2
L1	((345/473)!.CCLS.)	755	L1

END OF SEARCH HISTORY